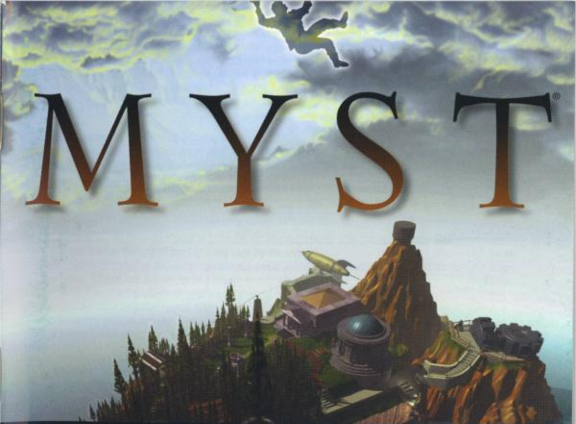
MYST®



ATARI

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAGUAR™ CD

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

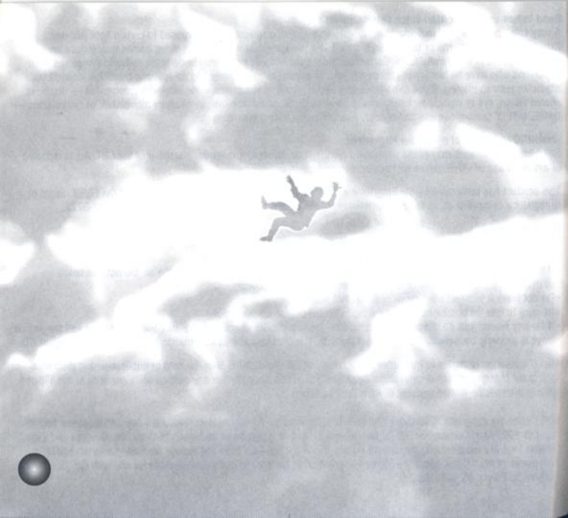
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling this CD

The Atari Jaguar CD Multimedia Player is intended for use exclusively with the Atari Jaguar System.

- Do not touch the flat surface of the CD. Hold only by the edges.
- If the CD becomes dirty, hold it under running tap water and dry it by shaking it in the air. Do not use soaps or detergents. Do not rub dry or use hair dryers or other heat sources.
- Do not leave it in direct sunlight or near any hot surfaces.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason you do not see any images after loading the CD, check to make sure the power is on and the Jaguar drive is properly connected. If the problem persists, refer to the warranty information included with your Jaguar CD.



Contents

Introduction



You have just stumbled upon a most intriguing book, a book titled *MYST*. You have no idea where it came from, who wrote it, or how old it is. Reading through its pages provides you with only a superbly crafted description of an island world. But it's just a book, isn't it?

As you reach the end of the book, you lay your hand on a page. Suddenly your own world dissolves into blackness, replaced with the island world the pages described. Now you're here, wherever here is, with no option but to explore...

A Message From Cyan

You are about to be drawn into an amazing alternative reality. The entire game was designed from the ground up to draw you in with little or no extraneous distractions on the screen to interfere with the feeling of being there. *MYST*

is not linear, it's not flat, it's not shallow. This is the most depth, detail and reality you've ever experienced in a game.

MYST is real. And like real life, you don't die every five minutes. In fact you probably won't die at all. There are no dead-ends, you may hit a wall, but there is always a way over or around. Pay attention to detail and collect information, because those are the pieces of the puzzle that you'll use to uncover the secrets of *MYST*. The puzzles you encounter will be solved with logic and information—information garnered either from *MYST* or from life itself. The key to *MYST* is to lose yourself in this fantastic virtual exploration, and act and react as if you were really there.

Rand Miller
Robyn Miller

Getting Started

1. Insert your *MYST* CD into the Jaguar CD Multimedia Player and close the lid.
2. Insert your Memory Track cartridge (if you have one) into the cartridge slot of the CD player.
3. Press the **Power** button.
4. Press the **B** button to skip the title screens and start the game.



Restarting A Saved Game

Memory Track



If you have a Memory Track cartridge installed, you may restart any game saved to it by pressing the **Option** button and selecting MEMORY TRACK from the list of options. Select the *MYST* saved game you wish to load and press the A button to begin play.

Password

To restore a game from a password, press the **Option** button and select PASSWORD from the list of options. Each password character is composed of both a button (**A**, **B**, or **C**) and a keypad key. Enter each character by typing the

keypad key while holding the appropriate button. When a correct password is entered, the phrase USE THIS PASSWORD will appear. Select it with the **B** button to restart the game saved with the password.



Important Note! Passwords do not save as much information as Memory Track. The positions of levers, switches, and many other objects will be reset to their original positions after restoring a game with a password.

Playing The Game

General Controls

The A, B and C buttons on your controller will allow you to manipulate objects on your screen. Their specific functions are:

A Button

Allows you to turn pages in books. Hold the **A** button down and press left or right on the **Joypad**.

B Button

Moves you in the direction you are pointing or activates the object you are pointing at.



C Button

Drops the object you are currently holding and returns it to its original position.

ProController

If you are using a Jaguar ProController the **Index** buttons will allow you to turn pages in books.

Other Controls

*, # ....Restart the game

Pause ....Pauses the game

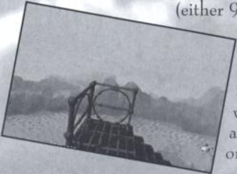
While you are paused you can adjust the volume levels by pressing the **A** button. When you have completed your adjustments press **Pause** again to resume play.

Moving Around

Basics

Moving around in *MYST* is incredibly intuitive. You move by clicking the B button when the pointer is over the area where you would like to go. If you would like to move forward, click straight ahead. If you want to turn right or left, click on the right or left side of the screen.

Details



It is possible to turn around from most locations (either 90° or 180° depending on the location) by moving the pointer to the left or right side of the view. When the pointing hand turns left or right, it indicates that clicking will turn you to the left or right. It also may be possible to look up or down in certain locations.

In some locations when you are close to an object, clicking to the side of the object will move you back one step.

Some locations are not accessible. Clicking in those locations will have no effect, and indicate that the location is not important.

Zip Mode

MYST has an option called "Zip Mode" that allows you to quickly move to places you have already been. When Zip Mode is selected from the **Option** screen, your pointer will turn into a lightning bolt when it is on certain objects or areas. Clicking the B button will "zip" you to these areas immediately. Some mechanical equipment will also function more quickly in Zip Mode. You can only zip to a precise location you have already been. Remember, if you use Zip Mode too early or without care, you may miss some important details in the areas that you are skipping.

Manipulating Objects

Basics

If you want to examine, use, or pick up an object, use the B button to click on it, or click and drag it.

Details



Clicking on an object with the B button will either bring that object closer to you, or bring you closer to the object. If the object is functional, clicking on it may activate it, or manipulate it (such as turning on a switch, or flipping the pages in a book). If the object is not important, clicking on it may have no effect.

It is also possible to move levers and other objects by dragging them. If an object can be

dragged, your pointer will turn into a grabbing hand. Also, if an object requires you to hold down the B button, the pointer will turn into a grabbing hand.

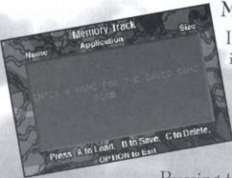
There are a few limited objects that you can pick up and carry with you. When you click on these objects your pointer will indicate that you are holding the object in your hand. The pointer responds as normal, even when holding items. To drop an object press the C button. When objects are dropped in this manner, they return back to their original location. Also, if you are holding an object and you attempt to pick up another object, the object you are holding will be returned to its original location.

If You Hit the Wall

Don't thrash! If you're not sure what to do next, clicking everywhere won't help. Think about what you know already, and ask yourself what you need to know, collect your thoughts and piece them together. Think of related items or places you've seen, think of information you've been given, pay close attention to everything you see, don't forget anything. Most importantly, think of what you would do if you were really there.

Remember, there is always the special hints brochure if you need it, but . . .

Saving A Game



Memory Track

If you have a Memory Track cartridge installed, game volume, options, and progress can be saved by pressing the **Option** button and selecting Memory Track. To save the current game, press the B button and enter as many as nine characters using the **Joypad**. Pressing the B button again will save the game. If there isn't enough room, you may delete old saved games by highlighting the game you wish to delete and pressing the C button. After a confirmation, the game will be deleted.

Password

To save a game without a Memory Track, press the **Option** button and select PASSWORD from the list of options. Write down the password shown. Entering it later will restore you to the current game.



Important Note! Passwords do not save as much information as Memory Track. The positions of levers, switches, and many other objects will be reset to their original positions after restoring a game with a password.

Rand and Robyn Miller

CoFounders of Cyan and Creators of *MYST*

Cyan was formed in 1987 when brothers Rand and Robyn Miller began working together developing children's software for the Macintosh. Their previous releases have included the Manhole®, Cosmic Osmo®, and Spelunx and the Caves of Mr. Seudo®. These products were recognized not only for the quality of their sound and graphics, but also for the richness of their non-threatening exploratory environments.

MYST is Cyan's first goal-oriented game and their first game aimed primarily at an older audience. It is also Cyan's largest project to date. *MYST* is the result of two years of creative collaboration by the development team at Cyan.



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Printed in USA